



The BizWorld Foundation

Classroom Volunteer Role Descriptions

Company Advisor

Materials that you will need: none

Your role: The company advisor's main role is to help teams manage their time so that they stay on track with course materials. He/she will also help students complete financial worksheets and assist teams in learning how to make friendship bracelets.

State Government

Materials that you will need: Stock Cards, Teacher Ledger

Your role: The State Government is responsible for incorporating companies. In Part A, companies will pay \$1BB to the State Government. When this happens, the government will give each team 10 shares of stock. After this exchange happens, you will record each company's name on the Teacher Ledger.

Venture Capitalist (VC)

Materials that you will need: VC Pitch Rubric, BizBucks (BB), Teacher Ledger

Your role: The VC is responsible for determining the value of each teams' stock. In Part A, the President and Vice President of Finance will "pitch" their company to you. Based on the quality of their pitch, you will determine how much each share of their company is worth. To do this, you will use the VC Pitch Rubric. Teams can earn anywhere from \$10-\$15BB/stock, however they cannot sell more than 3 shares of stock to you during Part A. After you buy teams' stock, you will record how much you bought their shares for in the Teacher Ledger.

In Part B, teams have the option to sell more shares of stock to the VC but you are only allowed to pay \$8BB/share at this time. If teams sell shares at this time, you will record the transaction in the Teacher Ledger.

In Part C, teams have the option to raise more money by visiting the VC, again. During this part, teams must re-pitch their company. Once this is done, you are authorized to pay \$15-20BB/share. If teams sell shares at this time, you will record the transaction in the Teacher Ledger.

Storekeeper

Materials that you will need: String, design packets, BizBucks (BB), Teacher Ledger, packaging supplies, marketing package

Your role: The storekeeper sells supplies to teams. During Part A, teams will purchase a design packet at \$4BB and string at \$1BB/skein. You will record each team's transaction in the Teacher Ledger.

During Part B, teams have the option of purchasing more string at a wholesale price of \$1BB/2 skeins. In order for teams to purchase at this price, they must buy a minimum of 8 skeins. You will record each team's transaction in the Teacher Ledger.

During Part C, all companies will purchase packaging supplies at \$2BB and a Marketing package at \$10BB.

Banker

Materials that you will need: BizBucks, Teacher Ledger

Your role: The banker provides companies with loans. During Part C, each company has the chance to visit the bank to take out a loan. If a team wants to take out a loan, they must take their loan out in increments of \$10BB. At the end of Camp BizWorld, teams that take out bank loans will be charged 10% interest on their loan. After teams take out a loan, you will record the transaction in the Teacher Ledger.